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PENDING CLAIMS IN APPLICATION

1. (Amended) A board game apparatus designed to acquaint players with a predetermined region as represented on a map, said apparatus comprising:

a board having predefined directions thereon corresponding to directions on said map and including a series of marked areas forming a path extending about said board, each of said marked areas representing a particular locality within said region, having indicia therein identifying said locality, and being disposed on said board to correspond generally with the location of said locality on said map, selected ones of said marked areas on said board being designated as accessible only by indicated modes of transportation;

a plurality of multi-token means, each said multi-token means dedicated to a different player and being moveable for transportation along said path, wherein each said multi-token

(a) is a parallelepiped object with four flat sides and two opposite ends,

(b) the surface of each of at least three of said flat sides has a respective visual representation of a different mode of transportation for use by the corresponding player,

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and the said flat sides permitting vertical stacking of a plurality of said tokens with each token in a stack displaying at least two flat sides and one visual representation of a mode of transportation,

(c) each of the opposite ends of said parallelepiped object also having thereon a respective visual indication of movement of the token relative to said board, with one of said visual indications to be placed facing a said marked area and the other facing the opposite direction to be viewed to indicate the playing status of the multi-token, each token to be moveable only with respect to marked areas corresponding to localities accessible by the corresponding mode of transportation; and means for determining the movement of each said multi-token means about said path.

3. A board game as in claim 1 wherein each of the representations on a token is of the same color to identify the player associated with it and the multi-tokens of the game each have different colors of the representations to identify a respective player.

4. A board game as in claim 1 wherein each of the multi-tokens of the game is of a different color to identify a player.

5. A board game as in claim 1 wherein a said multi-token is of pyramid shape.

6. A board game apparatus as recited in claim 1 wherein said region is an existing geographical region, said localities being geographical localities existing within said region, said accessibility designations being indicative of the actual accessibility of said localities by land, water and air, said representations of each multi-token corresponding, respectively, to means for traveling by land, water and air.

7. A board game apparatus as recited in claim 6 wherein selected ones of said areas are designated by colors so as to constitute a distinguishable group.

8. A board game apparatus as recited in claim 7 wherein each such area comprising one of said groups is on a different side of said board.

9. A board game apparatus as recited in claim 6 wherein selected areas have indicia indicating charges required for the use and occupancy of said areas by opponent players.

10. A board game apparatus as recited in claim 9 further comprising means for increasing the rentals for a particular area by the acquisition of localities represented by areas adjacent to said particular area.

11. A board game apparatus as recited in claim 6 further including a set of cards, each card having indicia thereon representing either a question whose answer is one of said geographical localities on said board or other instructions, selected areas on said board having instructions thereon to select one of said set of cards upon a player landing thereon.

12. A board game apparatus as recited in claim 11 further including a set of reward cards, a player obtaining one of said reward cards upon correctly answering a question contained on a question card.

13. A board game apparatus as recited in claim 6 further including a set of cards, each card representing the ownership of a particular one of said geographical localities, each said card containing indicia thereon indicative of the value of said locality at various stages of improvement.

14. A board game apparatus as recited in claim 13 further including a set of pieces for the purpose of purchase and placement on said areas representative of improvements in said geographical localities represented by said

areas.

15. A board game apparatus as recited in claim 6 wherein selected ones of said areas have indications of opening bids required for a player to purchase the locality represented by said area.

16. A board game apparatus as recited in claim 6 wherein each of said representations on a multi-token is constructed and arranged to be distinguishable from every other representation of the multi-token and has a priority designation, a higher priority representation of a multi-token being moveable only after every lower priority representation of the multi-token has made a complete circuit of said path.

17. A board game apparatus as recited in claim 1 wherein each such area comprising one of said groups is on a different side of said board.

18. A board game apparatus as recited in claim 1 which is adapted to acquaint each player with sites in said region and further comprises a set of cards including cards having a question with respect to said region which must be answered by a player and cards including instructions, selected areas on said board having instructions thereon to select one of said set of cards upon a player landing on one of said selected areas.

19. A board game apparatus as recited in claim 18 further comprising a set of reward cards, a player obtaining one of said reward cards upon correctly answering a question contained on a question card.

20. A board game apparatus as recited in claim 1 further comprising a set of property cards, each property card representing the ownership of a particular one of said localities, each said card containing indicia thereon indicative of the value of said locality at various stages of improvement.

21. A board game apparatus as recited in claim 20 further comprising a set of indicators for purchase, said indicators representing improvements in said localities represented by said areas.

22. A board game as in claim 1 where the GO and NO GO indications at each end of the parallelepiped comprises a different color.

23. A board game as in claim 22 wherein the color the GO indication is green and the color the NO GO indication is red.

24. (Amended) A board game apparatus as in claim 1, wherein a plurality of multi-tokens stacked at a marked area has each multi-token in the stack

displaying its respective visual indication displayed.

25. A board game apparatus as in claim 1, wherein each said multi-token is of a different color to identify the player to which it belongs.

26. A board game apparatus as in claim 1 wherein said visual indication at each end of a said multi-token means is of a different color.

27. A board game apparatus as in claim 26 wherein there also is a printed indicia of GO and NO GO on each of visual indications.
